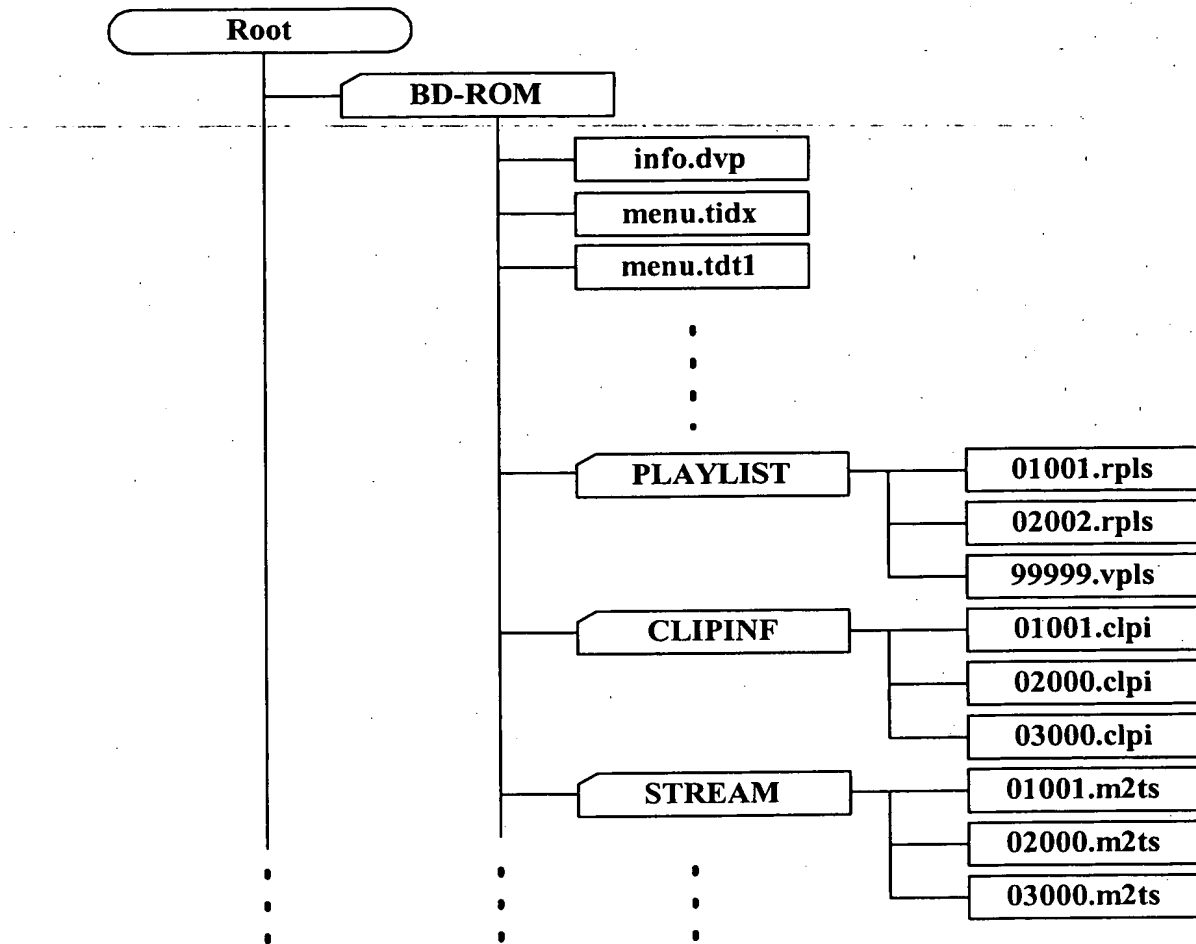
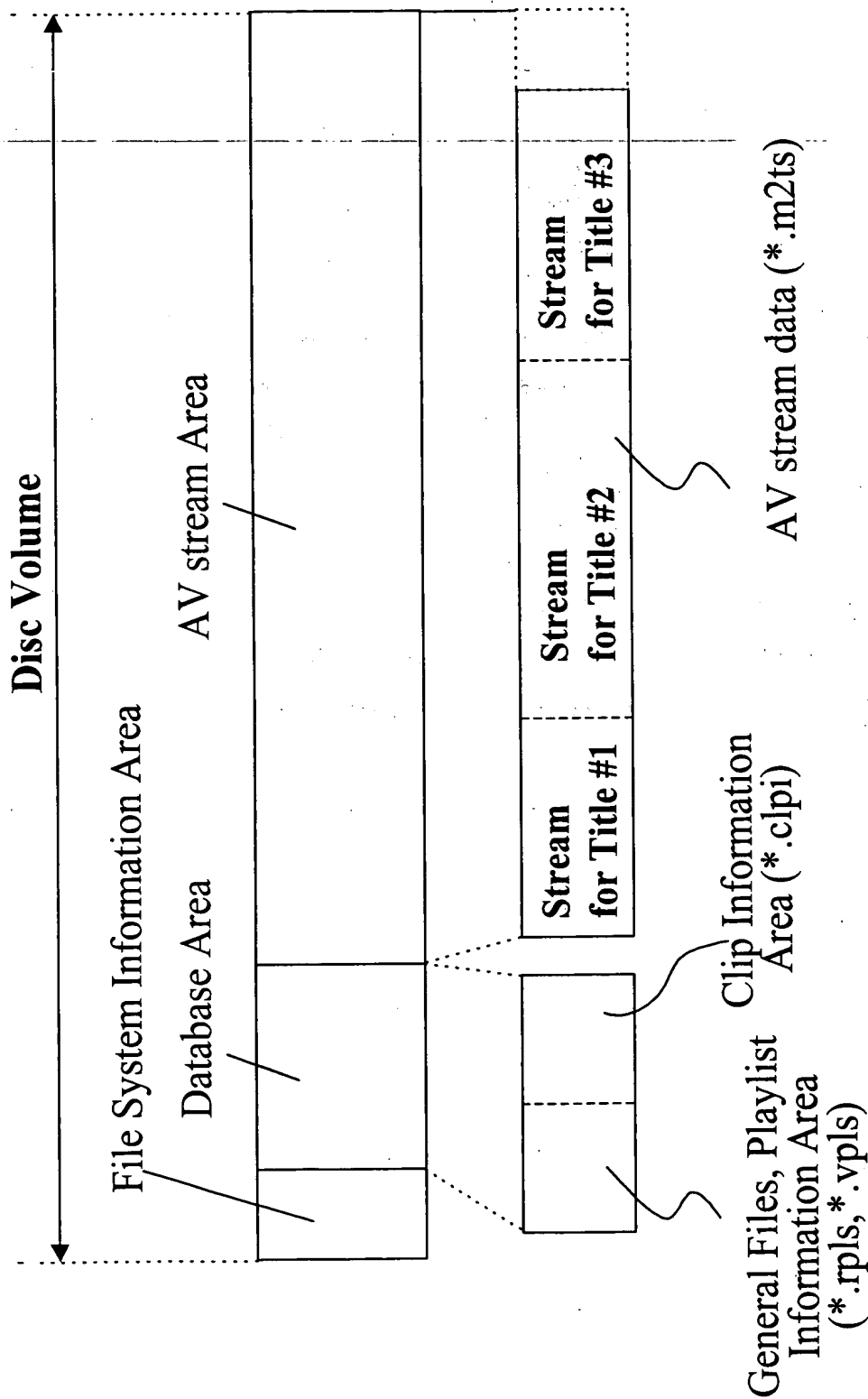


**FIG. 1**





**FIG. 2**



# FIG. 3

*Program Chain Command Table (PGC\_CMDT)*

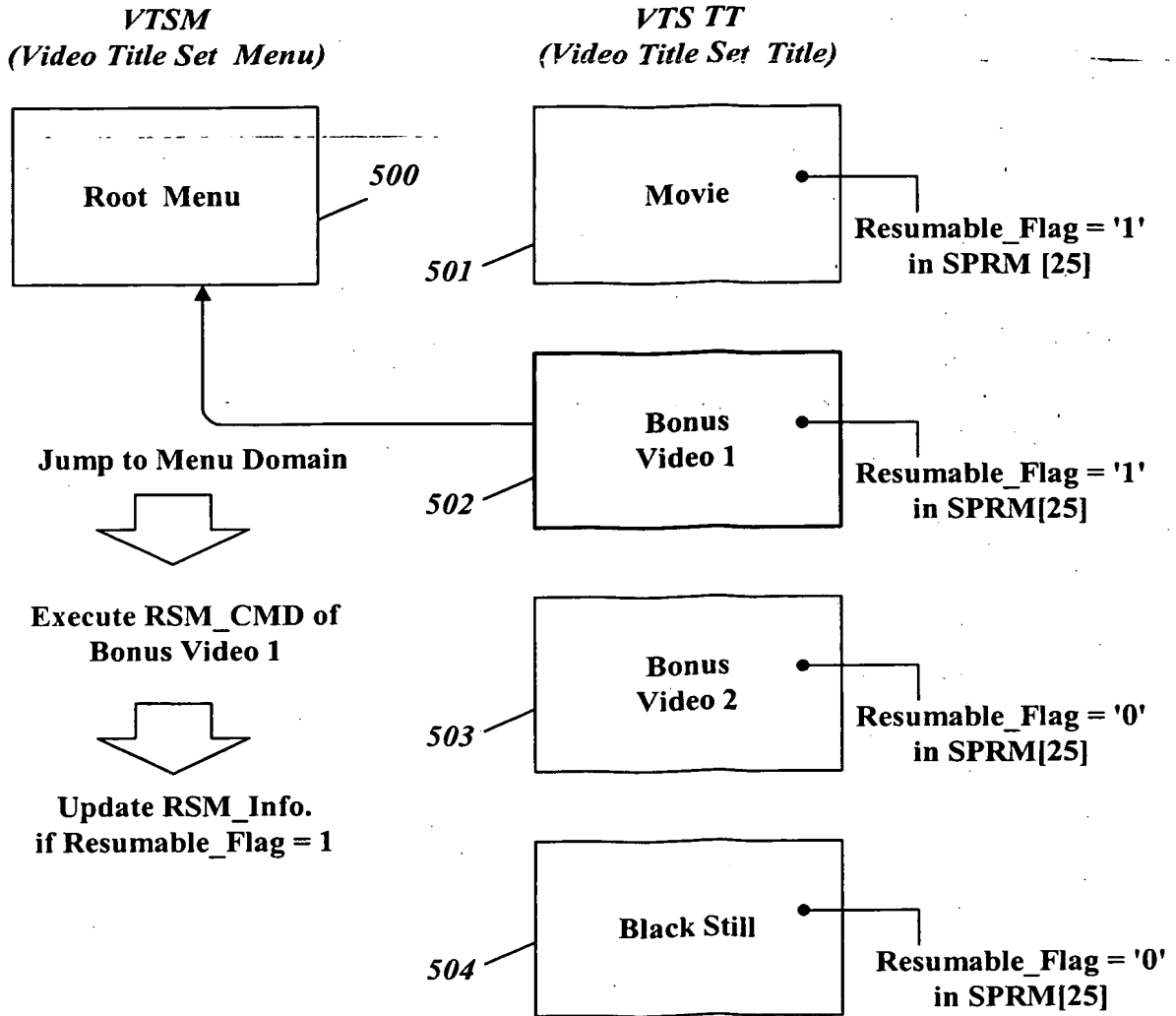
<b>Program Chain Command Table Information (PGC_CMDTI)</b>	<b>PRE_CMD_Ns</b>
<b>Pre-Command #1 (PRE_CMD #1)</b>	<b>POST_CMD_Ns</b>
--	<b>C_CMD_Ns</b>
<b>Pre-Command #i (PRE_CMD #i)</b>	<b>RSM_CMD_Ns</b>
<b>Post-Command #1 (POST_CMD #1)</b>	--
--	
<b>Post-Command #j (POST_CMD #j)</b>	
<b>Cell Command #1 (C_CMD #1)</b>	
--	
<b>Cell Command #k (C_CMD #k)</b>	
<b>Resume-Command #1 (RSM_CMD #1)</b>	
--	
<b>Resume-Command #m (RSM_CMD #m)</b>	

## FIG. 4

### *System Parameters (SPRMs)*

SPRM	Meaning
0	Menu Description Language Code (M_LCD)
1	Audio stream number (ASTN) for TT_DOM
2	Sub-picture stream number (SPSTN) and On/Off flag for TT_DOM
3	Angle number(AGLN) for TT_DOM
4	Title number (TTN) for TT_DOM
5	VTS Title PGC number (VTS_TTN) for TT_DOM
6	Title PGC number (TT_PGCN) for TT_DOM
7	Part_of_Title number (PTTN) for One_Sequential_PGC_Title
8	Highlighted Button number (HL_BTN) for Selection state
.	.
.	.
.	.
.	.
20	Player Region Code
21	<i>Title cell number(TT_CellN) for TT_DOM</i>
22	<i>VTSN</i>
23	<i>NV_PCK start address for TT_DOM</i>
24	<i>PGC playback control status</i>
25	<i>Resumable flag</i>

# FIG. 5



# FIG. 6

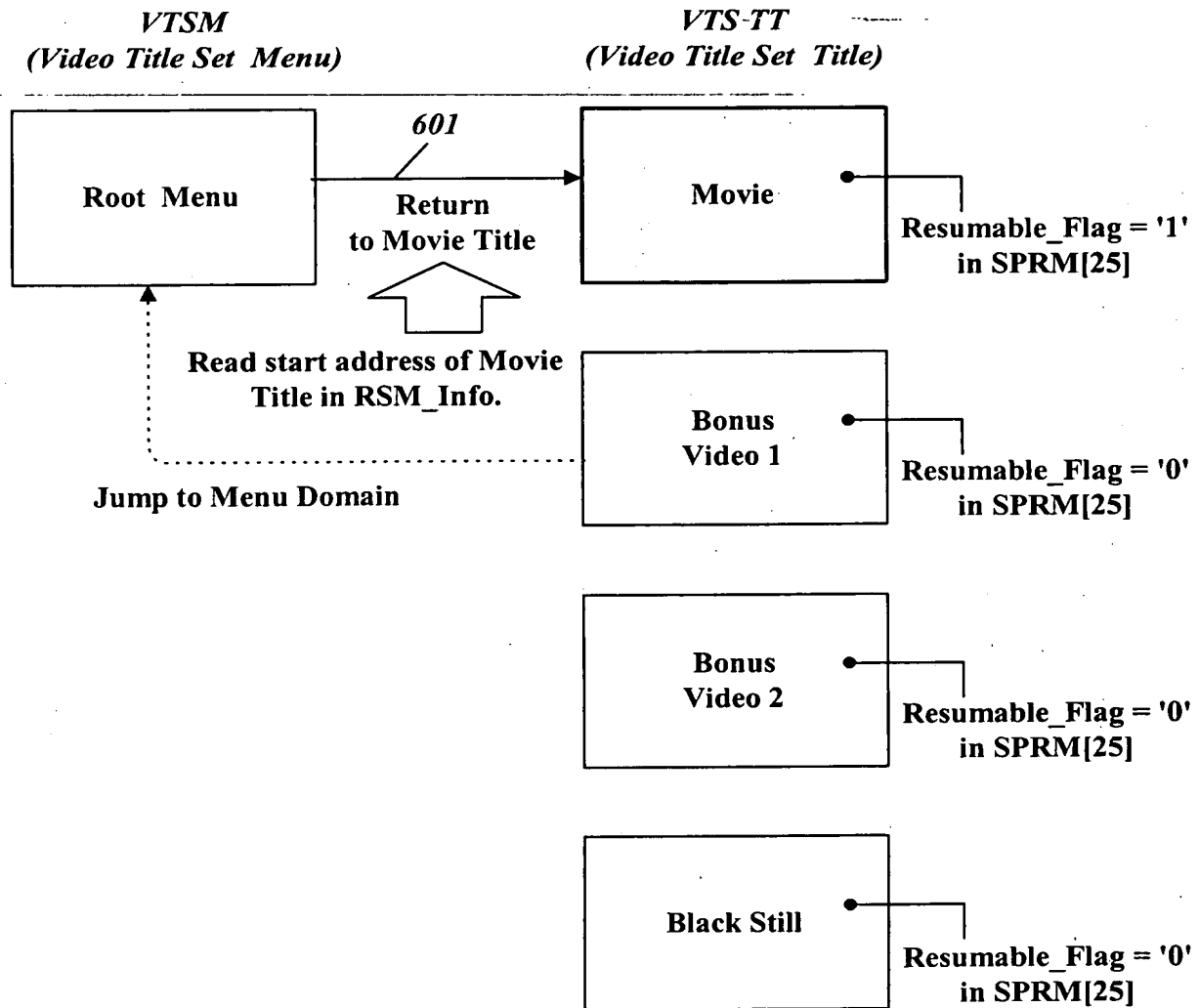


FIG. 7

